# WARHAMMER

## THE MASS COMBAT FANTASY ROLE-PLAYING GAME

# Vol 3: CHARACTERS

by Bryan Ansell, Richard Halliwell and Richard Priestly

CHARACTER ADVANCEMENT

SKILLS

MAGIC ITEMS

HEROES

CITADEL MINIATURES

# WARHAMMER

# BOOK 3

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# Introduction

This volume introduces the idea of a Role-Playing character campaign into the Warhammer system. The idea is simply that adventures are acted out with each player adopting the role of some character within the campaign. The most common application of the method being that each of the players takes the role of one of a group of adventurers. The 'character' played by the player is then referred to as the 'player-character'.

Great attention is given to the player-characters, they are defined in much greater detail than the majority of other characters. Additional rules are given to allow the character to progress and advance. Thus as the player-character survives and succeeds in each adventure he or she becomes a hardier, more skilfull and powerful fighter or Wizard. In adventure campaigns combat remains important but the compass of the game is expanded to cover the player-characters interactions with the enviroment, decision making and their knowledge of their world.

To play an adventure campaign it is necessary for one of the players to become the 'Games Master' or GM. He then becomes responsible for devising and running the campaign.

Once the GM has done the ground work for the adventure, simply assemble the players around a table with a good supply of paper, models and suitable refreshments and begin!

The scope of such games is almost limitless, and the more that both players and GM are prepared to suspend disbelief and enter into their roles, the greater the enjoyment.

## THE GAMESMASTER

In role-playing adventures the GM is really the crucial figure. He must set up the enviroment in which the adventure takes place. He must keep the players in line and prevent them from breaching the rules, he must 'act' the roles of all the characters not controlled by the other players and he must adjudicate on all events where necessary. The GM's word is final - he may ignore or even contradict any rules he sees fit.

The important qualities of a GM's campaigns are probably these. Firstly, that it is innovative. Campaigns or adventures in which the players can succeed simply by doing the same things over and over again tend towards the tedious. Secondly, that they are imaginative. Adventures are always better if they have some grand and interesting theme rather than just the amassing of treasure and experience points. Try to devise a plot and work this well into the fabric of the game. Consistency within an adventure is important. If the players can succeed through the application of thought and intelligence rather than merely by brute force, then the GM will have gone most of the way towards creating a sound game. Balance and pace are critical too. Adventures in which the odds are weighed heavily against the players can be more satisfying, slow moving games are always tedious.

The GM is responsible for moving, commanding and recording for all the figures not under the command of any of the players. In Role-Playing games the normal turn sequence should be used - the players take their turn and then the GM takes a turn for all the other troops. In critical or dangerous

situations the game should be played as far as possible in 'real time'. Thus, for example, if the players are trapped in a room which is rapidly filling with water at the rate of 1" per second, then the GM can announce the level ( 12....13.....14 etc). The players must decide what to do before the level reaches the ceiling and drowns them.

Communication between the players should be kept as realistic as possible, thus if one of the players is involved in a violent combat he shouldn't be able to speak casually to his friends but must restrict his speech to one or two word instructions such as 'Run!' and 'Help me!'

## THE PLAYERS

The players are responsible for all the recording for their own characters and any non-player troops who they are commanding. Players must keep the GM informed of what they are doing and each player must do this for himself. The GM must ignore statements like,"I'm guarding the door while he explores the room", each player must tell the GM himself. Although the players can agree to have a leader who they will consult, although they do not have to obey him. Only the player may move his figure on the table, he may not change his mind once he has moved.

# Player Characters

Each player character has three sorts of characteristics.

Personal Characteristics

Fighting Characteristics

Skills

All of these together are called a character's **Profile.**

PERSONAL CHARACTERISTICS

As the name suggests the Profile aims to represent the principal aspects of an individuals persona. These characteristcs are used mostly by the GM as a guide to play. For example, if Rodrigo the Thief was trying to bluff his way past a Guardsman the GM would give him a rough % chance of success - say 75%. Then he would modify this according to the characters 'Cool' - increasing the % for a high Cool and lowering it for a low Cool.

Personal Characteristics are:-

Social Status
Age
Sex
Intelligence
Cool
Will Power
Leadership

FIGHTING CHARACTERISTICS

Fighting Characteristics and their importance in Combat have already been described in 'Tabletop Battles'. As a player gains progressively more combat experience then his fighting experience will improve. Fighting Characteristics are:-

Number of Attacks
Number of Wounds
Initiative
Weaponskill and Bowskill
Strength Grade
Toughness
Move

SKILLS

A Character's Skills will depend upon his previous experience. Like Personal Characteristics they should be interpreted by the GM. The various Skills are listed below together with the random generation % scores.

| | | |
|---|---|---|
| 1-10 | Trapper | Can set traps using string, ropes, sticks and pits. These have a 75% chance of being effective and take D6 turns to construct for small creatures (Strength 1) and +1 D6 for each Strength grade higher. |
| 11-18 | Tracker | Will be able to find, follow and recognise tracks in soft ground, snow or dusty corridors. |
| 19-25 | Trader | Will be aware of most commodity prices and their differing values in different areas. |
| 26-30 | Sailor | Can perform general ship-board duties. |
| 31-32 | Mate | |
| 33-34 | Navigator | |
| 35 | Captain | |
| 36-40 | Forger | |
| 41-44 | Con Man | Increase player's Cool by 3. |
| 45-53 | Pickpocket | Can 'lift' small objects from people with only a 3% chance of being noticed. |
| 54-60 | Pharmacist | Is aware of both the sale and the purchase prices of drugs and has knowledge of their medicinal value and other effects. |
| 61-67 | Actor | Good at pretending to be other people, limited abilty in disguise. |
| 68-75 | Minstrel | Can always earn a little money by singing and telling stories. |
| 76 | Transvestite | |
| 77-81 | Jeweller | Is aware of the value and rarety of various gems and can identify forgeries. |
| 82-85 | Woodsman | Can walk silently in woods, and may subsist and feed other people safely in a wilderness. He can identify most naturally poisonous plants. |
| 86-88 | Fisherman | |
| 89-92 | Nomad | Knows where to find water in deserts, how to handle camels and extremes of temperature. |
| 93-95 | Armourer | May, given the use of a forge, make weapons, armour and sundry special gadgets. |

| | | |
|---|---|---|
| 96 | Miner | A miner will be able to tell if a dungeon or mine is safe. He will be able to recognise most of the characteristics of Goblin, Dwarf, Human and other tunnelling. |
| 97 | Engineer | |
| 98-00 | Linguist | May choose two languages other than his own in which to be fluent. |

A Sample Character

Wulfhand is a young Northmen about to take part in an adventure. The player establishes his character as follows:-

| | |
|---|---|
| Social Status | Freeman |
| Age | 23 |
| Sex | Male |
| Intelligence | 8 |
| Cool | 7 |
| Will Power | 5 |
| Leadership | 2 |
| Attacks | 1 |
| Wounds | 2 |
| Initiative | 5 |
| Weaponskill | 4 |
| Bowskill | 4 |
| Strength | 2 |
| Toughness | 3 |
| Move | 4" |
| Armour | Shield only |
| Weapons | Sword and spear |
| Skills | Trapper<br>Minstral |

GENERATING CHARACTERS

Once a group of players have decided to embark upon some adventure it is necessary to create a character for each. The player will then use this player-character until he is either killed or dies of old age (this doesn't happen often).

First roll for **Race.** In this, the introductory Book of Warhammer, 3 types of creature are considered.

| | |
|---|---|
| 1-3 | Human |
| 4-5 | Dwarf |
| 6 | Elf |

Having done, this go on to decide all other characteristics.

## SOCIAL STATUS

Roll a D100.

| | Human | Dwarf | Elf |
|---|---|---|---|
| 0-50 | Freeman | House Serf | Free Elf |
| 51-70 | Bondsman | House Serf | Free Elf |
| 71-80 | Burgher | House Serf | Free Elf |
| 81-90 | Citizen | Noble | Free Elf |
| 91-95 | Knight | Noble | Councillor |
| 96-97 | Earl | Kinsman | Elder |
| 98 | Duke | Prince | Prince |
| 99 | Prince | Royal Prince | Prince |

## AGE

Characters are assumed to start their adventures at a fairly young age. Roll as follows.

| | |
|---|---|
| Humans | Roll 6D6+6 |
| Dwarves | Roll 10D6+20 |
| Elves | Roll 3D6+20 |

## NUMBER OF WOUNDS

Men. Dwarves and Elves all start off with 1 Wound to Kill.

## INTITATIVE

For all races roll a D4. Humans add 1, Elves add 3.

## WEAPONSKILL AND BOWSKILL

Each character must decide whether he wants to be primarily a swordsman or a bowman. Men and Dwarves tend to be Swordsmen while Elves prefer to specialise in the bow.

Each race should roll 2D6 to establish their primary fighting skill. Elves choosing to be bowmen may add 2 to this.

| Dice Score | Swordsmans | Bowman |
|---|---|---|
| 2 | 1 | 1 |
| 3-4 | 2 | 2 |
| 5-9 | 3 | 3 |
| 10 | 4 | 4 |
| 11 | 5 | 5 |
| 12 | 6 | 6 |

Roll again for the secondary fighting skill. Roll a D6 and subtract 2. Elvish characters choosing the bow as a secondary weapon do not gain the normal +2 advantage. Scores which give the character a secondary characteristic higher than the primary characteristic are disregarded.

## STRENGTH

Roll a D6:-

| Dice Score | Men and Elves | Dwarves |
|---|---|---|
| 1 | 1 | 2 |
| 2-5 | 2 | 2 |
| 6 | 2 | 3 |

## TOUGHNESS

Roll a D6:-

| Dice Score | Men and Elves | Dwarves |
|---|---|---|
| 1 | B | B |
| 2-5 | B | C |
| 6 | C | C |

## MOVE

Move rates will be typical for the character's race as given in the Creature Lists.

## SKILLS

Roll 1D4-1 to determine the number of skills that a character has. For each skill roll a D100 on the Skill chart. If the same skill is rolled twice the GM can assume that the character has 'second level' skills in that field and should take this into account.

## AGE

Typical Ages for maturity and death for the three principal races are given here.

| | Maturity | Death |
|---|---|---|
| Men | 18 | 60 |
| Elves | 24 | 160 |
| Dwarves | 32 | 240 |

## INTELLIGENCE

Roll as follows:-

| | |
|---|---|
| Men | 1D10 |
| Elves | 2D6+2 |
| Dwarves | 2D4+4 |

## COOL

Roll 2D6. Dwarves minus 2.

## WILL POWER

Roll Dice as follows:-

| | |
|---|---|
| Men | 1D10 |
| Elves | 2D6 |
| Dwarves | 2D6+4 |

## LEADERSHIP

For all races roll a D6 and half the score, round fractions down. Men with a status of Knight or higher add 1. Dwarves with a status of Kinsman or higher add 2. Elves with a status of Councillor or higher add 1.

## NUMBER OF ATTACKS

Characters start by having 1 Attack per turn.

## MONEY

The amount of money available will be determined by your Social Status. Roll a D6 and multiply by the factor given below. This equals the number of Gold pieces that the character has.

| Men | | Dwarf | | Elf | |
|---|---|---|---|---|---|
| Freemen | 1 | House Serf | 3 | Free Elf | 5 |
| Bondsman | 0 | Noble | 5 | Councillor | 8 |
| Burgher | 3 | Kinsman | 8 | Elder | 10 |
| Citizen | 10 | Prince | 20 | Prince | 12 |
| Knight | 3 | Royal Prince | 25 | | |
| Earl | 20 | | | | |
| Duke | 30 | | | | |
| Prince | 30 | | | | |

A Human Knight will automatically own a full mail armour suit, a broadsword, a lance and a horse. All Dwarves will own a suit of mail armour and a hand weapon. Elves will automatically have a sword and bow with arrows.

# Character Advancement

Having generated their characters players are free to pursue a career of adventuring. As characters attempt, and succeed, in their adventures they will become hardy and skilfull fighters. Players accumulate **experience points,** and are awarded more combat bonuses as they aquire more Experience Points. Before he can start to accumulate Experience Points the player should decide whether he wishes to be a **Fighter** or a **Wizard.**

## WIZARDS CAREERS

To become a Wizard a character must have an Intelligence of at least 5. He will begin with a Mastery of 1.

A Wizard's Constitution will equal his **Will Power** +2D6.

A Wizard's Life Energy is generated as follows:-

| | |
|---|---|
| Men | D10x200 |
| Dwarf | 2D6x200 |
| Elf | 2D6x200 |

The Wizard may choose any 1 Level 1 Spell to begin his career with.

## EXPERIENCE POINTS

Characters aquire Experience Points by killing opponents, surviving adventures and accomplishing missions. Players must record the Experience Points they accrue and may adjust their personal and fighting profile after each adventure, or during a suitable lull in the action.

The Experience Points that a character receives will depend on whether he is a Fighter or Wizard.

## FIGHTERS EXPERIENCE POINTS

Fighters amass experience points principally by slaying monsters and killing people. For each Kill the fighter wil receive the number of points equal to the Monsters **Strength** grade. Creatures with a **Toughness** of D count double points, E count treble points and F count as five times as many. The GM may award additional points for creatures with special characteristics - such as resistance to normal weapons or fire breath.

The character also receives additional points for performing certain actions which may form part of a campaign adventure.

| | |
|---|---|
| Capturing an Enemy | Double Points |
| Surviving an adventure or mission | 1D3x10 |
| Killing an enemy hero or leader | 1D6 |
| Defeating a Wizard of Mastery 1-2 | 2D6x10 |
| Defeating a Wizard of Mastery 3-4 | 4D6x10 |
| Per 10 Gold Pieces aquired | 1 |

## CHARACTER ADVANCEMENT - FIGHTERS

Players should keep a record of the total number of Experience Points which have been accumulated by their player character. The character's personal or fighting characteristics are then advanced as the Experience points total passes certain thesholds. At each of these thesholds the characteristic listed may be advanced - or any of the characteristics already listed (upto the maximum permitted levels.) Each time a characteristic is advanced it will be by 1 - for example by 1 additional Wound point or 1 more Attack etc.

Thresholds for Experience Points

| | |
|---|---|
| 50 | May advance **Initiative** |
| 100 | May advance **Secondary Combat Skill** |
| 150 | May advance **Primary Combat Skill** |
| 200 | May advance any of the above |
| 300 | May advance any of the above |
| 500 | May advance **Wounds** |
| 750 | May advance **Attacks** |
| 1000 | May advance any of the above |
| 1250 | May advance any of the above |
| 1500 | May advance any of the above |

## CHARACTER ADVANCEMENT - WIZARDS

Wizards advance in exactly the same way as fighters - except they only count half the value of their Experience Points towards advancing their fighting characteristics - so they will advance at half the speed as an equivalent fighter. In addition Wizards may advance their Magical abilities.

Thesholds for Magical Experience

| | |
|---|---|
| 50 | May advance **Constitution** |
| 100 | May advance the above |
| 150 | May learn a **new spell** |
| 200 | May advance any of the above |
| 300 | May advance any of the above |
| 500 | May advance any of the above |
| 750 | May Advance **Mastery** |
| 1500 | May Advance **Mastery** |
| 3000 | May Advance **Mastery** |

Every time a Wizard advances his Mastery Level he may increase his Constitution by 1D6+3. He may also learn 1 spell of the new Mastery Level and 1D3 number of spells of the old Mastery level.

Wizards may gain extra Experience Points through the clever and successful use of Magic - any creature killed in fair combat by magic counts as double points. The GM may choose to award additional points as he sees fit. Casting a spell wrongly looses the Wizard 1D6x10 Experience Points.

## MAXIMUM LEVELS OF CHARACTER ADVANCEMENT

Characters cannot advance any one fighting characteristic indefinately. The maximum values are listed here.

| | Number of Attacks | Number of Wounds | Initiative Level | Primary Skill | Secondary Skill | Strength Grade | Toughness Grade |
|---|---|---|---|---|---|---|---|
| Men | 3 | 5 | 20 | 10 | 8 | 3 | C |
| Elves | 4 | 4 | 24 | 10 | 10 | 3 | C |
| Dwarves | 3 | 6 | 10 | 10 | 6 | 3 | D |

## ALIGNMENTS

The subject of Alignment has already been briefly touched upon. Alignment becomes more important in smaller adventure campaigns.

After he has generated his character the player must choose that character's alignment. The choices available are:-

GOOD
NEUTRAL
EVIL
AVARICE
HUNGER

All Elves must commence their careers as Good. Men and Dwarves may start as Good, Neutral or Evil. Men and Dwarves may adopt Avarice or Hunger Alignment sometimes.

### Good

Good characters receive double points for slaying Evil characters or monsters. They count the experience points against them if they slay other Good characters.

### Neutral

Neutral characters receive no special bonuses or penalties.

### Evil

Evil characters receive double points for slaying Good characters or monsters. They also receive normal points for slaying other Evil or Neutral characters or monsters. They receive treble points for killing or harming their friends and relations.

### Avarice

Avaricious characters receive no Experience points for acts of courage, bravery or self-sacrifice. They receive double points for any money they aquire.

### Hunger

Hunger Alignment is common amongst the less intelligent monster types - Hunger Aligned creatures have only one interest in life - Food! Characters with a Hunger Alignment are rarely encountered and are usually easily recognisable because of their great obesity. Food orientated characters receive quadruple bonus for slain opponents that they eat.

The GM should exert his influence to prevent characters acting against their particular Alignment. For example a Good character could not go around brutally torturing captured opponents, nor could he knife his friends in the back and steal their money.

The GM should award extra Experience points if during an encounter the player 'acts' particularly in character - playing the role true to his Alignment and any Skills he may have. Award 1-20 points at the GM's discretion. The chart given takes into account not only the disposition of the creatures but also their current state - so orcs could be Hungry! - and looking for food.

## RANDOMLY GENERATING ALIGNMENTS

When the players roll to determine their character's profile they may choose which Alignment they wish to play as. However, players must role to establish the Alignment of other creatures they may

encounter - including other Men, Elves and Dwarves. The following chart can be used to randomly generate Alignments of creatures. The GM may choose to dictate Alignments as he sees fit, or he may decide to use this chart.

| Creature | Good | Evil | Neutral | Avarice | Hunger |
|---|---|---|---|---|---|
| Men | 01-40 | 41-60 | 61-80 | 81-99 | 00 |
| Elves | 01-90 | 91-00 | - | - | - |
| Halflings | 01-80 | - | 81-90 | - | 91-00 |
| Dwarves | 01-30 | 31-45 | 46-70 | 71-00 | - |
| Goblins | - | 01-90 | - | - | 91-00 |
| Orcs | - | 01-95 | - | - | 96-00 |
| Hobgoblins | - | 01-95 | - | - | 96-00 |
| Lizardmen | - | 01-05 | 06-80 | - | 81-00 |
| Menfish | - | - | 01-80 | - | 81-00 |
| Giants | - | - | 01-50 | 51-99 | 00 |
| Cyclops | - | 01-50 | 51-75 | 76-90 | 91-00 |
| Trolls | - | 01-50 | - | - | 51-00 |
| Balrogs | - | 01-00 | - | - | - |
| Minotaur | - | 01-00 | - | - | - |
| Ogres | - | 01-50 | 51-60 | 61-80 | 81-00 |
| Demons | 01-20 | 21-40 | 41-60 | 61-80 | 81-00 |
| Red Dragon | - | 01-90 | - | 91-95 | 96-00 |
| Fire Dragon | 01-20 | - | 21-80 | 81-95 | 96-00 |
| Black Dragon | - | 01-00 | - | - | - |
| Green Dragon | - | 01-80 | 81-90 | 91-95 | 96-00 |
| Ice Dragon | - | 01-95 | 96-00 | - | - |
| Gold Dragon | 01-95 | - | - | 96-99 | 00 |
| Wyvern | - | - | 01-75 | - | 76-00 |
| Chimera | - | 01-80 | 81-90 | - | 91-00 |
| Hippogriff | 01-90 | - | 91-00 | - | - |
| Griffon | - | 01-75 | 76-80 | - | 81-00 |
| Centaur | 01-50 | 51-70 | 71-99 | 00 | - |
| Jabberwock | - | - | - | - | 01-00 |
| Treemen | - | - | 01-00 | - | - |
| Eagles | 01-05 | 06-10 | 11-90 | - | 91-00 |
| Giant Frog | - | - | - | - | 01-00 |
| Giant Rat | - | - | - | - | 01-00 |
| Winged Serpent | 01-75 | - | 76-95 | 96-00 | - |
| Manticore | 01-05 | 06-90 | 91-98 | 99-00 | - |
| Crawler | - | - | 01-00 | - | - |
| Winged Panther | 01-90 | - | 91-00 | - | - |
| Carnivore Bird | - | - | - | - | 01-00 |
| Harpy | - | - | - | - | 01-00 |
| Wolves | - | 01-75 | - | - | 76-00 |
| Riding reptile | - | - | - | - | 01-00 |
| Were-tiger | 01-20 | 21-40 | 41-80 | 81-90 | 91-00 |
| Were-rat | - | 01-80 | - | - | 81-00 |
| Were-wolf | 01-10 | 11-80 | 81-90 | 91-99 | 00 |
| Were-boar | - | - | 01-90 | - | 91-00 |
| Were-bear | 01-90 | - | 91-00 | - | - |
| Undead | - | 01-00 | - | - | - |
| Spiders | - | 01-50 | - | - | 51-00 |
| Beetles | - | - | - | - | 01-00 |
| Scorpions | - | - | - | - | 01-00 |

INJURIES

In the basic rules it is sufficient to say that if a figure suffers his full complement of Wounds he is killed and removed from play. But with long running campaign adventures more detail is needed - when a player is 'Killed' roll a D100, usually the result will be that, rather than being killed outright, the player has suffered some form of injury.

| Score | Severity of Injury | Description of Injury | Out of Action for.....turns | Time to Recover | Effects on Recovery | Risk of Death |
|---|---|---|---|---|---|---|
| 1-8 | Light | Concussion | 4D6 | None | None | None |
| 9-17 | Light | Left arm | 5D6 | 1 Week | May not use shield, bow 2-handed weapons | 5% |
| 18-25 | Light | Right arm | 5D6 | 1 Week | As for Left Arm. Also -1,Init.,WS, BS and Str. | 5% |
| 26-33 | Light | Leg | 6D6 | 2 Weeks | Move -1/3 | 10% |
| 34-42 | Light | Head | 8D6 | 2 Weeks | All above | 18% |
| 43-48 | Severe | Left arm | 8D6 | Permanent | May not use arm | 15% |
| 49-54 | Severe | Right arm | 8D6 | Permanent | May not use arm | 15% |
| 55-65 | Severe | Leg | 10D6 | Permanent | Move -1/3, 2 such Injuries cripple. | 20% |
| 66-69 | Severe | Eye | 20D6 | Permanent | Blinded | 25% |
| 70+ | Severe | Head | 1D6 | Permanent | Dead | |

Explanation

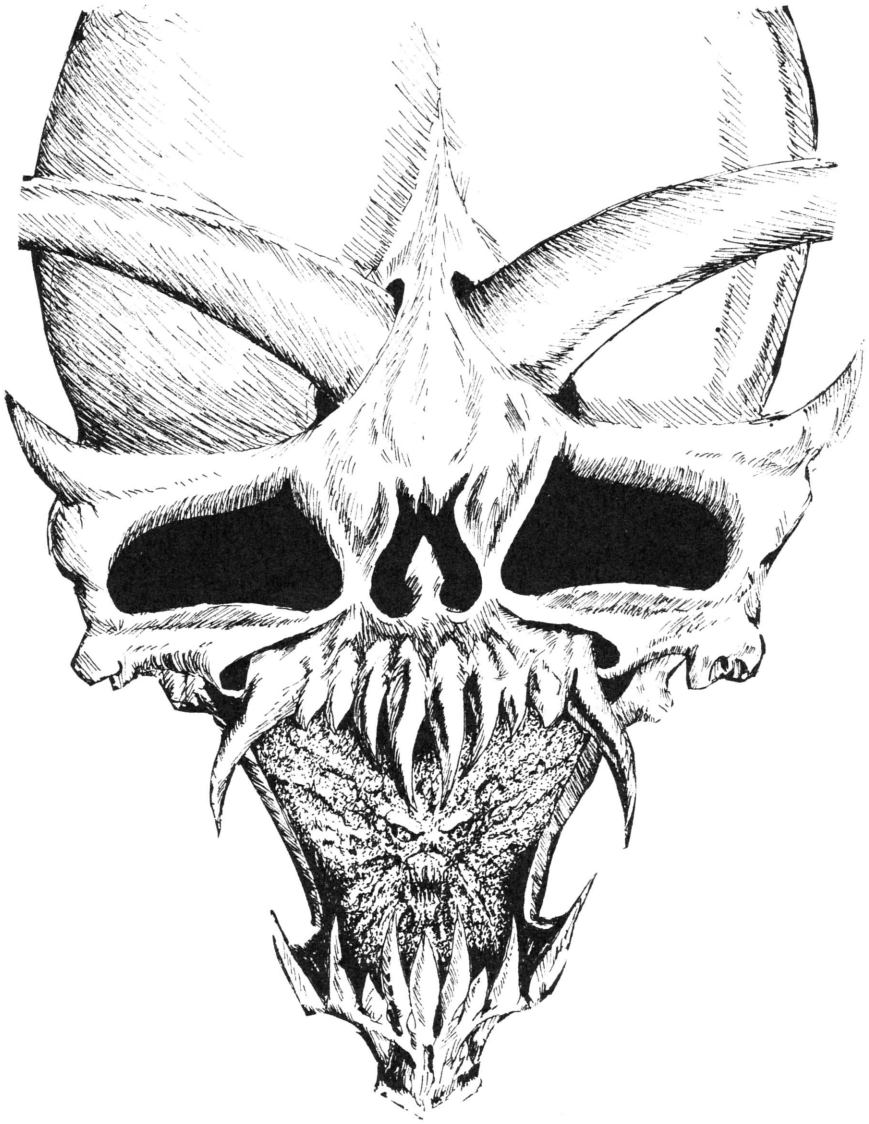
| | |
|---|---|
| Out of Action..Turns | The character is unconsious for this number of turns. |
| Time to Recover | The length of time needed for the injury to heal. If this period is not spent resting then double the time required. |
| Effects | This is the effect of the injury during the period between regaining consiousness and healing. Any additional wounds received whilst the character is recovering result in another dice roll +25% per wound. |
| Risk of Death | This is the % chance of death occuring during unconsiousness. Halve the % if medical attention - such as the attentions of a Pharmacist are available. |

Example:-

Rothnik 'Mad Hacker' Red Beard, a Northman of some repute, has just slaughtered 23 Orcs. He has taken 2 wounds already but being rather an experienced fighter he can take 3 before he is out of action. The last remaining Orc rushes him and Rothnik suffers his last Wound - he is out of action. Fortunatly Rothnik's mates, Guthri and Dangledrain arrive and drive off the remaining Orcs.

Rothnik rolls his D100 scoring 27 - a light leg injury. He rolls again to determine how long he will be unconscious for, 6D6 - he scores 18 so he will be unconscious for 18 moves. At the end of this period roll another D100 to see if Rothnik lives - normally there is a 10% chance but Dangledrain is a well known 'quack' doctor and so the risk is reduced to 5%. He rolls and survives this. So he now recovers consciousness. He may move as before but looses 1/3 of his move rate. In 2 weeks his leg injury will have healed and he will be back to normal.

Meanwhile Rothnik will have to be carefull. If he receives 1 more Wound he will be out of action again and will suffer further injuries or even death.



# Creating Adventures

The GM must create the adventures. Firstly he decides on an objective for the players. Games in which the players wander aimlessly about, stealing and murdering, can wear a little thin. Possible objectives for players are more or less limitless, and the GM should not hesitate in giving the players general aims. Possible missions could be:-

To rescue a lovely Italian Princess

To capture someone

An assassination

Taking a message or person through dangerous territory

To explore an unknown region or island

Explore and plunder a tomb or dungeon

A quest to find a valuble object

Or anything you like!

Having decided upon this 'plot' the GM must now create a landscape and characters with which to people it. The extent of detail here is at the discretion of the GM. If the adventure is being played out on a landscape, such as a Valley or Forest, then the GM will have to make a scale map. He must include all the salient features involved in the adventure. Maps can be conveniently drawn on graph paper or hex gridded paper.

The GM must then help the players establish their characters - he may do this in advance and let the players choose or dice for which character they will play. Alternatively he could let the players establish their own characters before the game and adjust the encounters, objectives and other details accordingly.

So, for example, if the game were to involve breaking into a Wizard's tower and stealing something then the GM must:-

Draw up a detailed plan of the tower

Draw up a detailed character profile for the Wizard, decide which spells he knows and determine where he will be throughout the adventure.

Decide the number and nature of any guards within the tower

Note the location of the object to be stolen

Position anything else of interest - things such as magical items, treasure and traps.

Other features of the adventure may be left until the players actually come across them, here the GM may either use the encounter charts or the random character generation tables.

Finally the GM must inform the players of their objectives, he must also provide them with maps and other information as he sees fit. Just how much the GM tells the players is in his hands. The extent of their knowledge should be consistent with the plot. The GM may give players completely innaccurate information if he feels it is neccessary to the adventure.

## COSTS

Given below is a fairly comprehensive list of things that players may wish to buy. The currency used is the Gold Piece - a small gold coin weighing $\frac{1}{4}$ of an ounce. A Shilling is a smaller silver coin - there are 20 Shillings to a Gold Piece. A Penny is the smallest coin of the realm, it is a small coin made of brass, there are 12 Pennies to a Shilling. So 30 Pennies are eqivalent to 2 Shillings with 6 pennies left over - this is written as 2/6. 3 Crowns, 8 Shillings and 2 Pennies would be written as C3 8/2

| | | | |
|---|---|---|---|
| Sword | C4 | Long Bow | C1 10/ |
| Elf Bow | C8 | Spear | 6/ |
| Crossbow | C4 | Hand Axe | C1 |
| 20 Arrows | C1 | 2 Handed axe | C3 |
| 20 Quarrels | C1 | Flail or Mace | C1 |
| An Elf arrow | 3/ | 2 Handed Sword | C8 |
| Throwing axe | C1 | Pole-arm | 12/ |
| Knife | 6/ | Lance | C1 |
| Throwing knife | 4/ | Javalin | 4/ |
| Short Bow | C1 | 2 Handed hammer | C4 |
| Shield | C2 | Armour | C30 |
| Full Armour | C75 | Mithric | C300 |
| Jacket | C1 | Trousers | C1 |
| Pony | C30 | Horse | C60 |
| War Horse | C150 | Heavy Horse | C100 |
| Pig | C10 | Cow | C15 |
| Cow | C15 | Donkey | C25 |
| Camel | C50 | Elephant | C100 |
| Wagon | C40-needs 2 horses | | |
| Mandolin | C40 | Horn | C4 |
| Flute | C3 | Whistle | 1/ |
| Tinder Box | C1/10 | Pouch of Tobacco | 3/ |
| Pipe | 1/ | 20 Marlboro | 5/ |
| Pint of Ale | 2/ | Food for 1 day | 1/ |
| Meal at an Inn | 1/6 | Room for a night | 10/ |
| Rope | 1/6 per meter | Torch | 5/ |
| Lantern | 15/ | Crowbar | 10/ |
| Skeleton key | C2(5% chance of opening any lock) | | |

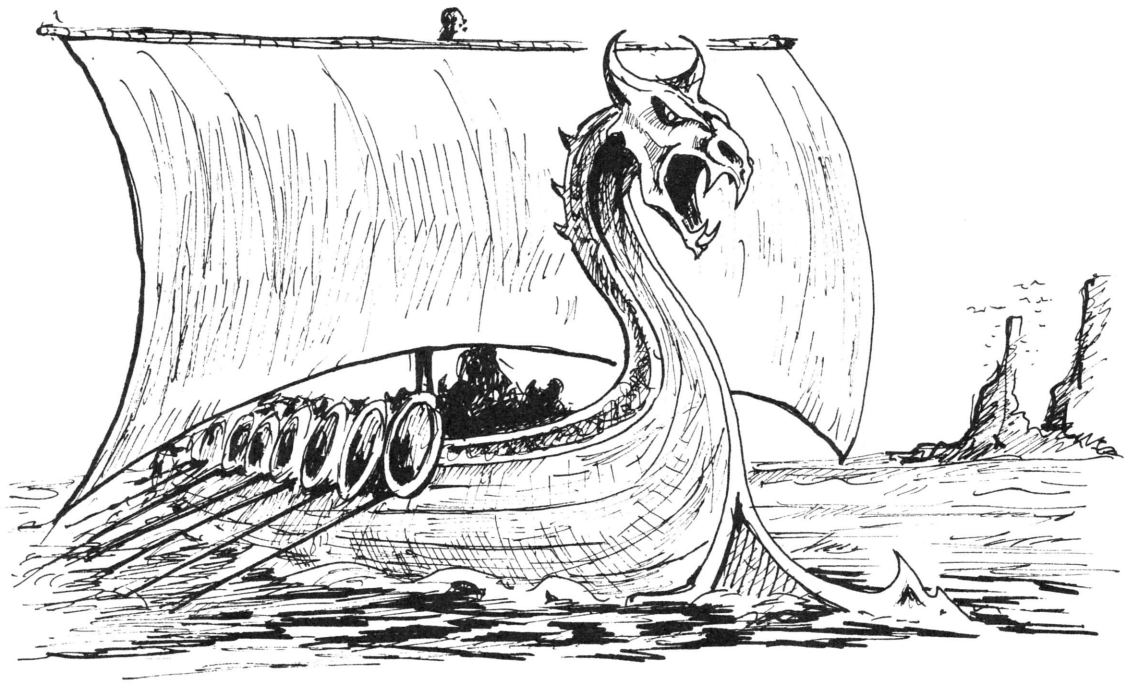


## RATES OF PAY

Hard up adventurers may have to turn their hands to more mundane tasks in order to earn money for expeditions or just to stay alive. The table below gives the weekly rates of pay for various jobs, the chances of there being work available, the duration of work and any relevant comments. The figures below are given for a medium sized town of about 5000 people - the chances should be ammended for smaller or larger towns. Ship based jobs can only be found at suitable port sites. Some jobs require the character to have the requisite Skill.

| Work | Pay per Week | Chance to Find | Duration | Remarks |
|---|---|---|---|---|
| Farm Hand | C5 | 50% | 4-12 weeks | |
| Labourer | C5 | 30% | 1-6 weeks | |
| Mercenry | C8 | 20% | 1-6 weeks | |
| Mercenary Officer | C10 | 3% | 1-10 weeks | |
| Barman | 10/ | 40% | 1-4 weeks | |
| Ship Hand | C1 | 30% | 6-10 weeks | Players with Sailor Skills may earn C3 per week. |
| Mate | C5 | 20% | 6-10 weeks | Must have sailor Skills. |
| Navigator | C8 | 10% | 6-10 weeks | Must have Navigator Skill |
| Captain | C15 | 10% | 6-10 weeks | Must have Captain Skill |

Players may only seek work in one profession each week. All rates include accomodation and 1 meal a day. Players with specific Skills, such as Actor or Minstral, can always try to find work within these professions. The basic chance and pay can be determined by the GM - the minimum chance of finding work should be eqivalent to Cool + Will Power as a %. Players with musical or acting skills can earn 1D6 Crowns per day 'busking' - but may have to watch out for the local police force.



# Encounter Charts

The charts below can be used to generate the routine and chance meetings between a group of adventurers and the inhabitants of a particular locale.

The GM simply throws a pair of % dice with the frequency indicated on the table usually once per day. If the score generates an encounter then all the figures involved should be placed on the table and the possibility of conflict arises. The GM should judge whether a conflict can be avoided - he can give the players an appropriate chance as he sees fit - remember enemy are much less likely to attack if outnumbered or the odds of success are against them.

It is first neccessary for the players to establish the order of march -essentially 'who is in the front'. This is particularly important in narrow corridors. If the direction of approach of an encounter is important the GM may decide as follows:-

Roll 1D10

| | |
|---|---|
| 1-3 | The creatures are in their lair/warren/hut or whatever. |
| 4-5 | They approach from the front |
| 6-7 | They approach from the side - dice for which. |
| 8-0 | They approach from the rear |

Encounters should be enacted by the GM and the Players. For example a party of adventures, mostly of 'evil' alignment encounter a group of 6 Elves. This is particularly unfortunate as the adventures are returning from a successful mission to murder the Elf King.....

| | |
|---|---|
| Elves | 'Just a minute....stop!' |
| Adventurers | 'What us?' |
| Elves | 'Yes you...Explain yourselves, what business have you in the kingdom of the Jade Elves. |
| Adventurers | 'Oh! Sorry, we thought it was just another wood. Didn't mean to intrude...Well! we'll be off then. |
| Elves | 'Whats that?' |
| Adventurers | 'This errr...' |
| Elves | 'Yes, that head.' |
| Adventurers | 'Good grief!..where did that come from? |
| Elves | 'I recognise that. Its Rathiel!' |
| Adventurers | 'We..errr...found it. |

On any of these charts a roll of 97,98 or 99 should be taken as a special encounter. What exactly this is should be left to the GM - typical examples could be exeptionally rare creatures, other bands of adventurers, demented old women shrieking prophecies, wealthy travellers, Italian Vacuum Salesmen etc etc..

WOODLANDS

Roll once per day

| | | |
|---|---|---|
| 01-70 | No Encounter | |
| 71-78 | 2D6+2 | Orcs |
| 79-82 | 2D4 | Giant Spiders |
| 83 | 1D4 | Bears |
| 84 | 2D4 | Boars |
| 85-87 | 1D4 | Trolls |
| 88-91 | 1D4 | Ogres |
| 92-93 | 1D4 | Treemen |
| 94-96 | 2D6 | Elves |

ICE WASTES

Roll once per day

| | | |
|---|---|---|
| 0-80 | No Encounter | |
| 81-85 | 2D4 | Giant Bears |
| 86-87 | 1D4+1 | Bears |
| 88-90 | 1 | Frost Giant |
| 91-94 | 1D4 | Trolls |
| 95-96 | 2D6 | Northmen |

MOUNTAIN

Roll once per day

| | | |
|---|---|---|
| 0-68 | No Encounter | |
| 69-73 | 2D6 | Orcs |
| 74-79 | 2D6 | Goblins |
| 80-83 | 1D6 | Giant Wolves |
| 84-85 | 1D4 | Bears |
| 86-89 | 2D6 | Dwarves |
| 90 | 1D4 | Giant Spiders |
| 91 | 1-3 | Hill Giants |
| 92 | 1D10 | Trolls |
| 93 | 1D10 | Ogres |
| 94 | 1D4 | Eagles |
| 95 | 1 | Dragon |
| 96 | 1 | Wyvern |

DESERT

Roll once per day

| | | |
|---|---|---|
| 0-72 | No Encounter | |
| 73-80 | 1D10 | Orcs |
| 81-85 | 2D6 | Men |
| 86-90 | 2D6 | Goblins |
| 91 | 1 | Dragon |
| 92 | 1 | Giant |
| 93 | 1-2 | Ogres |
| 94 | 1-2 | Trolls |
| 95 | D4 | Serpent crawler |
| 96 | D4 | Harpy |

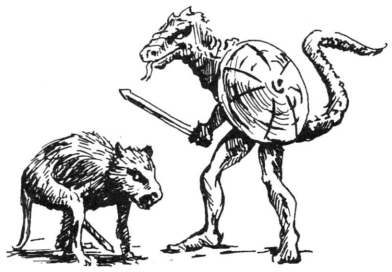
MARSHLAND

| | | |
|---|---|---|
| 0-84 | No Encounter | |
| 85-86 | 3D6 | Orcs |
| 87 | 1D6 | Trolls |
| 88 | 5D6 | Menfish |
| 89 | 1D6 | Ghouls |
| 90 | 1D6 | Zombie |
| 91 | 2D6 | Skeletons |
| 92 | 1D6 | Wraith |
| 93 | 1D6 | Wight |
| 94 | 1D6 | Spectre |
| 95 | 1 | Liche |
| 96 | 1D6 | Ghost |

COAST

Roll once per day

| | | |
|---|---|---|
| 0-73 | No Encounter | |
| 74-76 | 2D4 | Orcs |
| 77-78 | 1D6 | Harpies |
| 79-80 | 1D4 | Ogres |
| 81-84 | 1D10 | Elves |
| 85-87 | 1D10 | Men |
| 88 | 1-2 | Trolls |
| 89 | 2D10 | Menfish |
| 90 | 1D4 | Eagles |
| 91-95 | 2D10 | Northmen |
| 96 | 1 | Dragon |



PLAINS

Roll once per day

| | | |
|---|---|---|
| 0-69 | No Encounter | |
| 70-77 | 2D6 | Orcs |
| 78-79 | 1D6 | Hobgoblins |
| 80-81 | 2D6 | Goblins |
| 82-83 | 1D6 | Centaurs |
| 84-90 | 2D6 | Men |
| 91 | 2D6 | Elves |
| 92 | 3D4 | Halflings |
| 93 | 1 | Giant |
| 94 | 1D4 | Trolls |
| 95 | 1D6 | Ogres |
| 96 | 1D10 | Wolves |

SUBTERRANEAN

The tables given below can be used for any dungeon, tomb, cavern system, sewer etc. It is assumed that these will be particularly rife with various unpleasant forms of life.

Three tables are given, each for use in successively more dangerous places. These tables should be used in slightly different ways to the ones above. The GM should roll 2D6 at the end of each turn - if the score is 12 then an encounter has occured, he should then roll on the appropriate table to determine with what.

Table One

| | | |
|---|---|---|
| 01-10 | 1D6 | Orcs |
| 11-25 | 1D10 | Goblins |
| 26-40 | 1D6 | Men |
| 41-43 | 1D6 | Dwarves |
| 44 | 1D4 | Hobgoblins |
| 45 | 1 | Giant |
| 46 | 1 | Wyvern |
| 47 | 1 | Giant Frog |
| 48-55 | 2D6 | Giant Rats |
| 56-57 | 1 | Manticore |
| 58-60 | 1-2 | Carniverous bird |
| 61 | 1D4 | Harpy |
| 62-75 | 1D6 | Wolves |
| 76-80 | 2D4 | Skeletons |
| 81-84 | 1D6 | Zombies |
| 85-86 | 1-2 | Ghosts |
| 87-88 | 1D4 | Ghoul |
| 89-91 | 1-2 | Mummy |
| 92-93 | 1-3 | Wraiths |
| 94-95 | 1-2 | Wights |
| 96 | 1D6 | Spectre |
| 97-00 | GM's discretion | |

TABLE 2

| | | |
|---|---|---|
| 01-5 | 1D10 | Orcs |
| 06-15 | 2D6 | Goblins |
| 16-25 | 2D6 | Men |
| 26-28 | 1D10 | Dwarves |
| 29-30 | 1D6 | Night Elves |
| 31-35 | 1D10 | Hobgoblins |
| 36-37 | 1D6 | Lizardmen |
| 38-40 | 1 | Wyvern |
| 41 | 1-2 | Chimera |
| 42 | 1D4 | Hippogriff |
| 43 | 1D6 | Centaur |
| 44 | 1 | Jabberwock |
| 45-47 | 1D4 | Giant Frog |
| 48-50 | 1D6 | Giant Wolves |
| 51-55 | 2D6 | Giant Rats |
| 56 | 1-2 | Winged serpent |
| 57-58 | 1-2 | Manticore |
| 59-64 | 1D4 | Serpent Crawler |
| 65 | 1 | Winged Panther |
| 66-68 | 1D6 | Harpy |
| 69 | 1 | Dragon |
| 70 | 1 | Weretiger |
| 71 | 1D6 | Wererats |
| 72 | 1-2 | Werewolves |
| 73 | 1 | Wereboar |
| 74 | 1 | Werebear |
| 75-80 | 2D6 | Skeletons |
| 81-85 | 1D6 | Zombies |
| 86-89 | 1D6 | Ghosts |
| 90-91 | 1 | Liche |
| 92-93 | 1D4 | Mummy |
| 94 | 1D6 | Ghouls |
| 95 | 1D6 | Wraiths |
| 96 | 1D4 | Wights |
| 97 | 1D6 | Spectres |
| 98-00 | GM's Discretion | |

Table Three

| | | |
|---|---|---|
| 01-02 | 2D6 | Orcs |
| 03-06 | 2D6 | Goblins |
| 07-10 | 2D6 | Men |
| 11-12 | 2D6 | Dwarves |
| 13-14 | 2D6 | Hobgoblins |
| 15-17 | 2D6 | Lizardmen |
| 18-19 | 1-3 | Giants |
| 20-22 | 1D6 | Trolls |
| 23-24 | 2D6 | Ogres |
| 25 | 1 | Balrog |
| 26-28 | 1D10 | Minotaur |
| 29-30 | 1D6 | Demons |
| 31-33 | 1 | Dragon |
| 34-35 | 1-2 | Wyvern |
| 36-38 | 1-2 | Chimera |
| 39 | 1D4 | Hippogriff |
| 40 | 1-2 | Griffon |
| 41 | 1-2 | Jabberwock |
| 42 | 1-2 | Winged Serpent |
| 43 | 1-3 | Manticore |
| 44 | 1D4 | Wingd Panther |
| 45-46 | 1D6 | Carniverous bird |
| 47-50 | 1D6 | Harpies |
| 51 | 1 | Giant Riding Reptile |
| 52-53 | 1 | Weretiger |
| 54-55 | 1D10 | Wererat |
| 56-57 | 1-3 | Werewolf |
| 58 | 1-2 | Wereboar |
| 59 | 1-2 | Werebear |
| 60-65 | 3D6 | Skeletons |
| 66-70 | 3D6 | Zombies |
| 71-75 | 1D6 | Mummies |
| 76-78 | 2D6 | Ghost |
| 79-83 | 2D6 | Ghoul |
| 84-86 | 2D6 | Wraith |
| 87-91 | 2D6 | Wight |
| 92-94 | 1 | Liche |
| 95-00 | GM's Discretion | |

GM's should use their discretion in the placing of Enchanted objects. Often these can form the focus of an adventure - with the players looking for a specific item needed by them or their employer. However, you may require to randomly determine an Enchanted object or weapon. In this case use the chart below in conjunction with the random generation charts provided in with the Magic volume to provide details. If you want a weapon then roll a D100 and half the score - giving you a random number from 1-50. If you want only money then roll a D20 and add 50. If you want a general spread then roll a D100.

| | | |
|---|---|---|
| 01-07 | Borunna Blade | |
| 08-12 | Aran-Cabal | |
| 13- | Dawnstone | |
| 14-37 | Unique Magical weapon | 01-50 Sword<br>51-60 2 Handed Sword<br>61-65 Mace<br>66-70 Axe<br>71-80 2 Handed Axe<br>81-90 Dagger<br>91-95 Spear<br>96-97 Pole-arm<br>98-99 Ball and Chain<br>00 Paperknife |
| 38-48 | Blodren Sword | |
| 49-50 | Caraz-Adul | |
| 51-60 | D100 Gold Crowns | |
| 61-65 | D100 Silver Shillings | |
| 66-70 | D100 Brass Pennies | |
| 71 | Diviner | |
| 72 | Urn Guard | |
| 73 | Elberath's Leash | |
| 74 | Elven Cloak | |
| 75 | Garathea's Cord | |
| 76 | Grindlewood's Coffer | |
| 77 | Jigri Loop | |
| 78 | Mirror Of Morbihan | |
| 79 | Niobes Torch | |
| 80 | Hell Knife | |
| 81 | Sidon's Phial | |
| 82 | Blackawall | |
| 83 | Crystalix | |
| 84 | Darkstone | |
| 85 | Crucifix | |
| 86 | Wizard's Staff | |
| 87 | Silver Rune Bowl | |
| 88 | Philtre of Wetted Humours | |
| 89 | Philtre of Fiery Humours | |
| 90 | Philtre of Aerial Humours | |
| 91 | Philtre of Earthen Humours | |
| 92 | Amulet of | 1-4 1 Humour<br>5 2 Humours<br>6 3 Humours |
| 93 | Skrying Glass | |
| 94 | Were | 1-4 Philtre<br>5 Amulet<br>6 Scalp |
| 95 | Pure Relic | |
| 96 | Cap Of Darkness | |
| 97 | Wishbone | |
| 98 | Kin Familiar | |
| 99 | Golden Time Glass | |
| 00 | 1-2 Vallariel's Cloak<br>3-4 Water Horn<br>5-6 Sceptre of Power | |

# The Redwake River Valley

This is an adventure designed to form an easy introduction to the idea of adventure gaming. The adventure is suitable for three or more players and one GM. To start the game the GM must first assemble his players around a largish table, prepare figures, scenery, paper and dice and help generate the player's Characters.

## WHAT THE PLAYERS SHOULD KNOW

First - let them see the map, and let them make their own rough copy.

Then the GM can tell the players what they are doing in the Redwake Valley. The adventurers are passing through the town of Ath Cliath where they hear that there has been no news from the North for weeks, all traders who have gone north have failed to return. The civic leaders of Ath Cliath, being somewhat curious about whats going on, have asked for volunteers to go into the north and find out what has happened - the Mayor of Ath Cliath has offered to equip any party willing to undertake the venture, and reward them suitabley if successful.

The Mayor is offering C15 worth of equipment and C10 in Gold in expenses payable in advance to each member of the expedition. Being lusty adventurers the players have naturally already volunteered.

## TRANSPORT

The players may move either overland, or they may, at no cost, take small rowing boats and head downstream. Troops moving overland may travel 18 miles a day, 12 miles through mountains or woods, and 3 miles through the swamp. The river is quite fast flowing, so troops moving downstream in boats may travel 24 miles per day, moving upstream they may travel 12 miles per day.

Players who have bought armour may not wear this all the time. Armour is heavy, bulky and uncomfortable - it should be carried by a pack mule and only worn if there is some good reason to do so. Characters who insist on tramping around in full armour travel only half as fast as normal.

## FORSETA AND FORSETA FEN

Forseta is a human settlement and it's people are quite amicable. The Fenmen amongst them know the marshes like the backs of their hands and can be pursuaded to act as guides (C1 a day).

## THE BLACK MOUNTAINS

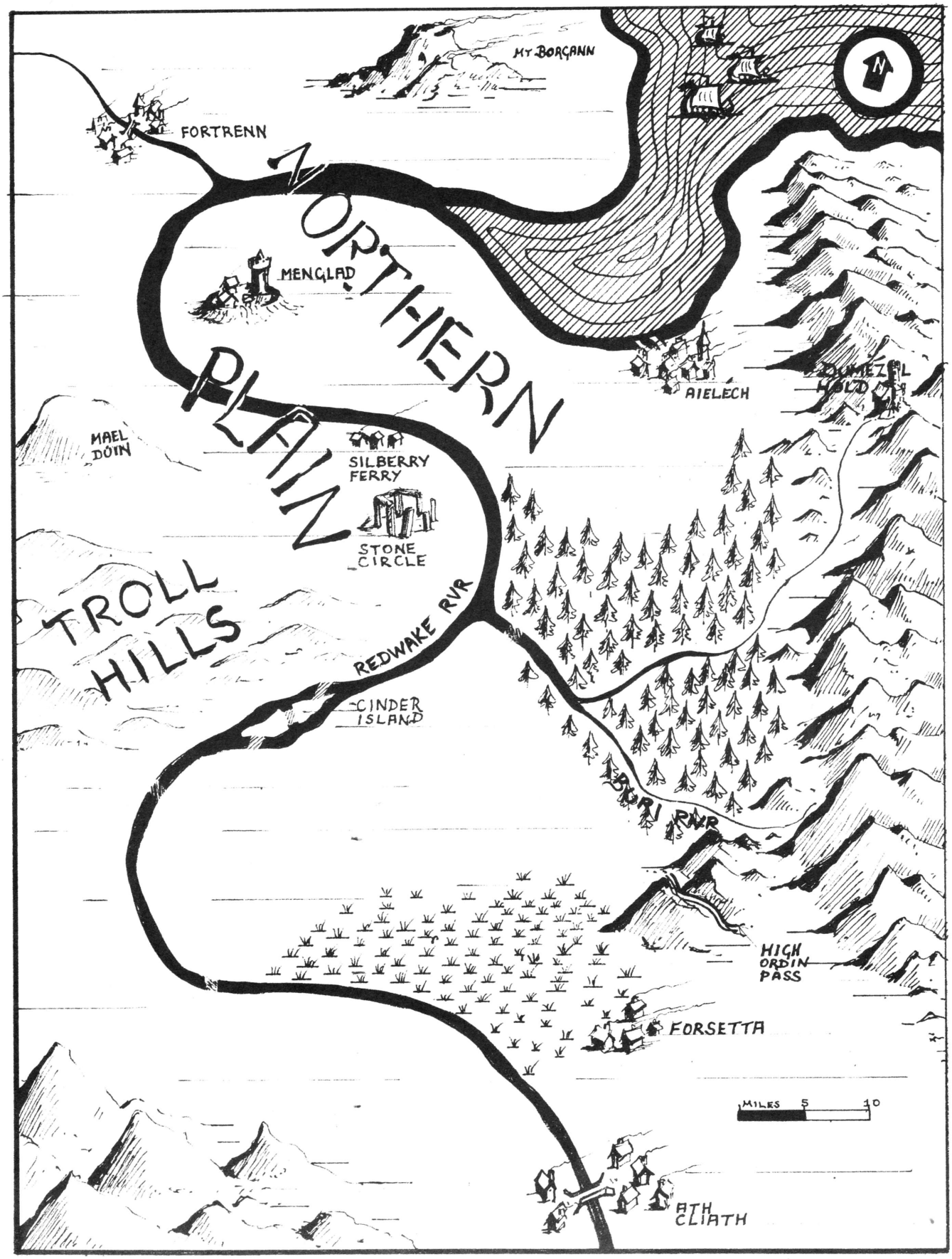
The mountains are forbidding, and, other than Dumuzil Hold, more or less unoccupied. They are almost totally impassible save for Ordin Pass and by following the two watercourses.

## TROLL HILLS

A desolate, weather worn and unpleasant place. Reputabley occupied by Trolls.

## SILBERRY FERRY

A tiny Elven settlement. The ferry itself can carry both travellers and livestock across the river.


MT BORÇANN
FORTRENN
NORTHERN PLAIN
MENGLAD
AIELECH
DUMEZIL HOLD
MAEL DOIN
SILBERRY FERRY
STONE CIRCLE
TROLL HILLS
REDWAKE RVR
CINDER ISLAND
BURI RVR
HIGH ORDIN PASS
FORSETTA
MILES 5 10
ATH CLIATH

MAEL DUIN

A tall, isolated hill which affords a good view of the Redwake and Northern plains.

STONE CIRCLE

An ancient and powerful ruin.

MENGLAD

The tower of the Wizard Psammon. Psammon is a powerful, Neutrally aligned, and often helpful Wizard. He is widely noted for his acts of public charity, generosity and sponsorship of the arts.

DUMEZIL

This is the ancestral seat of a small Dwarf House - the Dumezil's of Redwake. Dumezil Hold is accessible only by following the stream up through the mountains.

FORTRENN AND AILECH

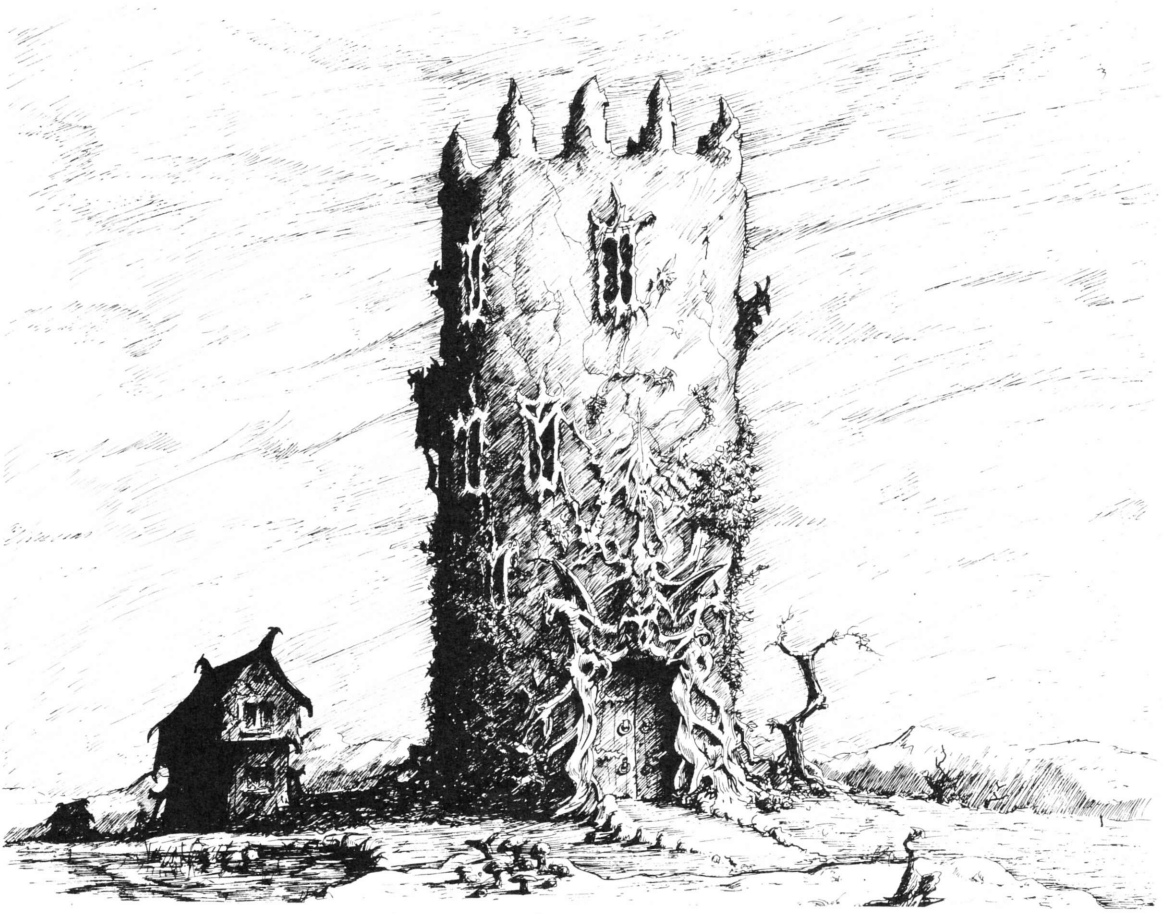
These are both quite large settlements of Sea Elves. Ailech is primarily a port and has recently been subjected to attacks from Northmen sea raiders.

MR BORGANN

Mt Borgann is the home of the friendly Fire Dragon, Thelma. Thelma's cave is accesible by a mountain track.

THE RIVER REDWAKE

The Redwake may only be crossed by boat, by swimming or by any of the fords.



## What The Players Should Not Know !

Psammon has been dabbling in the Black Arts and, as a result, has turned to Evil and incidentally gone quite crazy. He has decided to take over the entire valley, and perhaps even one day the entire world. His plan is to sever communications between the Northern towns and the South and, during the confusion, to assemble a small army of Orcs, Goblins and other miscreants. Once this army has been assembled he plans to attack the Southern towns and proceed to capture Fortrenn and Ailech. To this end he has set up a boom across the Redwake and sent Orcs all across the Northern Plain to prevent any contact between North and South. It is vital to his plans that no-one discovers just what he is doing until it is too late! Should the adventurers encounter Psammon or his troops they will be attacked.

So the Northern Plain is teeming with Orcs, and small bands are moving South and West to take out minor outposts such as Dumezil and Silberry.

The only person who actually knows what is going on is Thelma the Dragon -more of this later. The population of the valley is, as yet, oblivious of Psammon's plans. Should the players actually discover what is happening and tell or manage to inform any of the various settlements, then they will be lent support - either in the form of an escort on their journey or as forces for an assault on Menglad.

When the players arrive at any of the following locations the GM should roll a D6 to determine whether Psammon's forces have arrived there, and if so, with what effect.

| | | |
|---|---|---|
| Dumezil Hold | 1-3 | Still Normal |
| | 4 | Under seige from 6-8 Orc Groups |
| | 5 | Captured and still occupied by 1-3 Orc Groups |
| | 6 | Captured and sacked. The Orcs have departed leaving no survivers. |
| Silberry Ferry | 1-2 | Still Normal |
| | 3 | Sacked, Orcs have left. There is 50% chance of there being 2-12 wounded survivors. |
| | 4-6 | Captured with 2-5 Orc Groups still in possession. |
| Cinder Island | 1-3 | Still Normal |
| | 4-6 | 4 Orc Groups encamped on the Island. |
| Mael Duin | 1-3 | Unoccupied |
| | 4-6 | 1-3 Wolf Rider Groups are encamped on the hill. |
| High Ordin Pass | 1-5 | Unoccupied |
| | 6 | Held at the Northern Edge by 1-2 Orc Groups |
| The Redwake Ford | 1-5 | Unoccupied |
| | 6 | 2 Orc Groups guarding the ford. |
| The River Buri Ford | 1-4 | Unoccupied |
| | 5-6 | Held by 1-2 Orc Groups |

An Orc Group can be any one of the following - the GM may either choose which models would be suitable, or he may dice randomly.

1. 10 Goblins - 3 Orcs
2. 6 Orcs
3. 18 Lesser Goblins
4. 6 Wolf Rider Red Goblins
5. 10 Night Goblins
6. 10 Great Goblins

The GM should use the encounter charts already given. Orcs and Goblins encountered as the result of a dice roll will not be Psammon's troops. Psammon's Orcs are distinguishable as they carry a Rat logo on their shields. The Northern Plain is an exception to this. Use the normal 'Plains' chart but double the % chance of encountering Orcs and Goblins - any such encounters will be with Psammon's troops.

FORSETA

Fenmen can be hired as guides across the Forseta Fen (C1 a day). The guides can lead the adventurers through the fen at the rate of 6 miles a day. They will stand and fight if the party is attacked - the GM must determine their character and personal profiles when necessary. They will continue to accompany the adventurers as far north as Cinder Island if desired. The Fen itself consists of areas of firm ground linked by areas of marsh, thin strips of solid ground and the occasional walkway. All the rest is dangerous bog.

If the adventurers elect to cross the Fen without guides there is a 5% chance per day of someone getting stuck. Anyone getting stuck will sink at the rate of 4D6cm per 15 seconds - the GM should just keep throwing dice until the character sinks or is rescued.

## TROLL HILLS

When the adventurers move through Troll Hills do not use the standard encounter charts. For each day spent in the area there is a 35% chance of being attacked by 1-3 large Trolls (possibly the legendary Bono Brothers - Gutspill, Groinknock and Legbreak.)

## THE STONE CIRCLE

The power of the Circle is such that Orcs, Goblins and other Evil types may not enter the Circle . Wizards operating from within the Circle will not lose Constitution points as they cast spells.

## DUMEZIL

The population of Dumezil Hold, like most Dwarf settlements, is small -only about 100 Dwarves in all. Of these there will be about 3D6 Warriors. If the Dwarves are told of Psammon's actions and plans they will provide 2D4 warriors as an escourt or for an attack on Menglad.

There is a long passageway running from a hidden door in the Dwarves main chamber down to the Northern edge of the mountains. Should there be any fighting at Dumezil the GM must draw up a cavern system and ground plan.

## SILBERRY

Silberry is an Elven settlement. Boats can be bought here at C4 for a 4 man rowboat. Passage on the ferry costs 5/ each. If the Elves are informed of Psammon's plan they will fortify the hamlet but will be unable to spare any men.

## FORTRENN

Fortrenn is a large settlement, protected by a moat and low wood faced rampart. If told of the impending threat, they will be able to spare 3D4 Sea Elves as escourts. The Sea Elves will be lead by their own captain (generated by the GM).

## AILECH

As for Fortrenn, but they will only be able to spare 2D4 Sea Elves.

## MT BORGANN

Thelma the Dragon knows only too well what Psammon is doing, but she is unable to act in any way as the Wizard has captured her daughter, Teena, who he is holding in Menglad. Thelma will tell the adventurers about Psammon and his plans. Also Thelma will have 2D4 Enchanted objects - and she will offer the adventurers one each. Use the random generation chart for these.

If Teena can be released from the dungeons of menglad she will fly back to Borgann and Thelma will arrive at Menglad half an hour later - she will be very angry. Thelma is only a baby Dragon and not capable of breathing fire.

## MENGLAD

Psammon is a powerful Wizard of Evil Alignment.

| | | |
|---|---|---|
| Mastery Level 4 | Spells - | |
| Constitution 24 | Level 4 | Blast |
| | Level 3 | Animate Sword |
| Weapon Skill 8 | | Mask Shape |
| Bowskill 5 | | Slam Doors |
| Strength 3 | | Banish Undead |

| | | | |
|---|---|---|---|
| Toughness | C | Level 2 | Aura of Fearsome Aspect |
| Initiative | 16 | | Lightning Bolt |
| Attacks | 3 | | Droop |
| | | | Thunderhand |
| | | | Turn To Frog |
| | | Level 1 | Blessing |
| | | | Cure Light Injury |
| | | | Fire Ball |
| | | | Wind Blast |

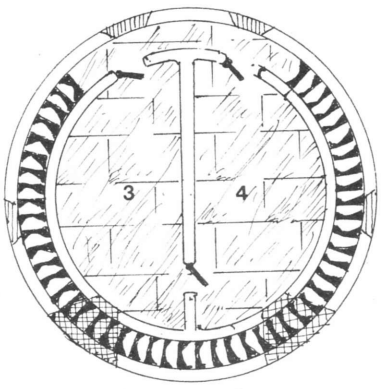
Psammon has forged his own Magical sword - called Psammonella - which has the following abilities.

All Hits are Poisoned
Blade Laughs Loudly every time a Kill is scored
The Blade is Enchanted against Undead, Demon and Gods types.
+1 Strength

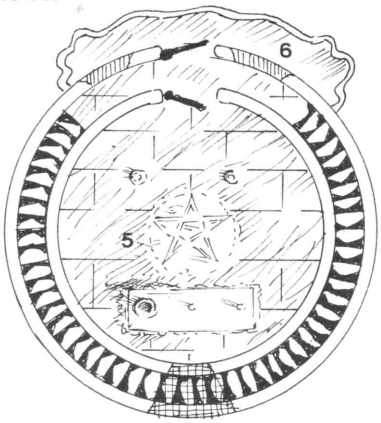
Psammon has many enchanted objects either in chests or cupboards throughout his tower - the GM can generate these when the occasion demands. If the GM is only leading a small party through the adventure he may choose to reduce some of Psammon's abilities.

Within Medglad will be 3D4 Orc Groups. Here is a ground plan of the tower.

GROUND FLOOR

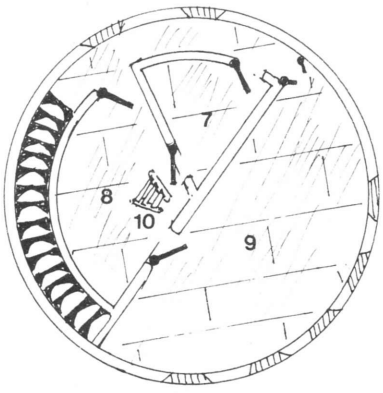


FIRST FLOOR

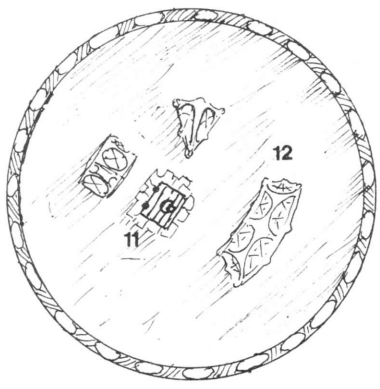


SECOND FLOOR

1. Main Entrance
2. Entrance Hall
3. Bedroom
4. Bedroom
5. Dining Hall
6. Balcony
7. Wizard's Bed Room
8. Wizard's Library
9. Wizard's Study
10. Ladder to Roof
11. Trapdoor
12. Skylights



THIRD FLOOR



ROOF

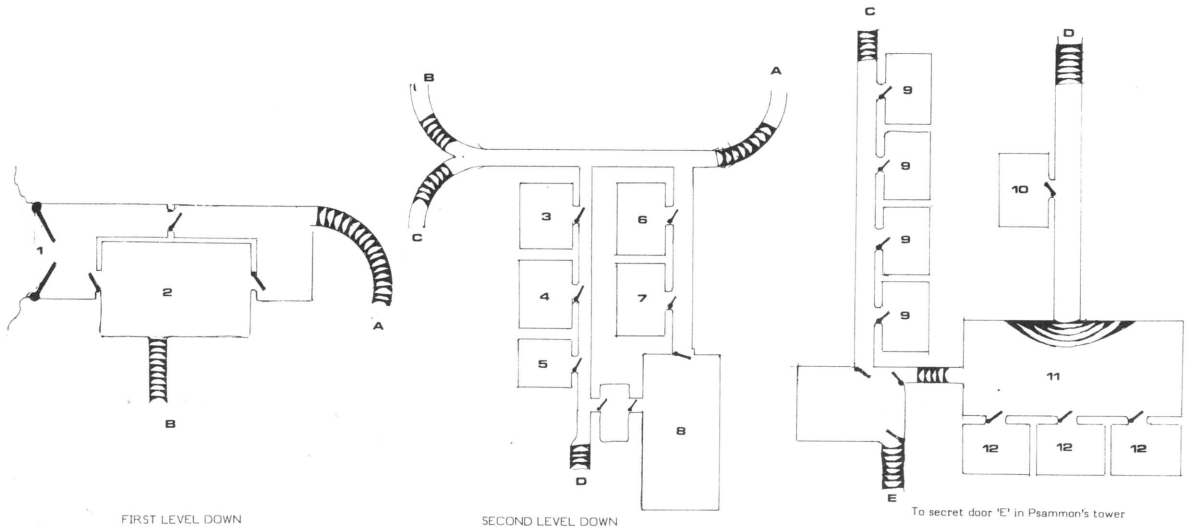
There will be a 50% chance of an Orc Guard being present at each of these points.

Here is a plan of Psammon's dungeon.

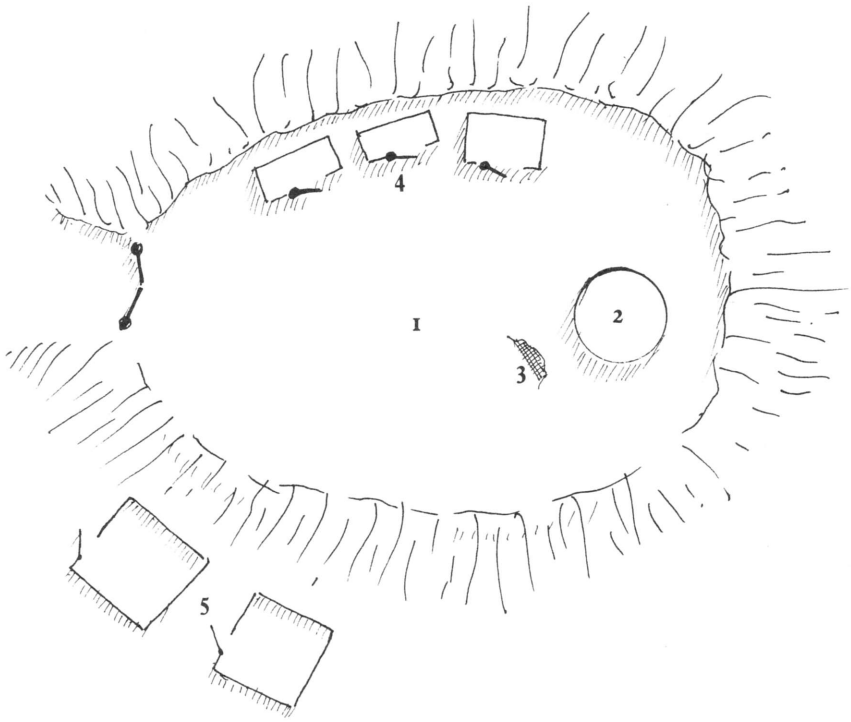
1. Men Dungeon Gate
2. Guardroom - 2D3 Orc Guards
3. Food Store
4. Food Store
5. Wine Cellar
6. Arms Store
7. Wizard's Strong Room with:-

   1D6x20 Crowns in Gold
   Various assorted clothing
   35% chance of 1-2 Enchanted objects.

8. Guards Sleeping Quarters
9. Cells each with a 50% chance of 1-3 Men or Elf Prisoners.
10. Guardroom - 1D3 Orc Guards
11. Torture Room
12. Cells - one of these will hold Teena shackled and muzzelled.



1. Stockade and Ditch
2. Tower
3. Main Dungeon Entrance
4. Orc Barracks
5. Wolf Pens




These maps are provided for reference only. Note that 'E' comes from a door under the stairs in the ground floor of the tower.

Note that all the cell doors are locked. Other doors are locked 75% of the time. The Chief Guardsman ( in rooms 2 and 10) and Psammom himself will hold a set of keys. The Door to room 7 is enchanted and may not be opened by force.

SPECIAL RULE

In the event of the players making a geurilla style attack on Menglad -either to assassinate Psammon or to free Teena - then the situation might well arise where there is a need to kill guards without them giving an alarm.

If troops approach a guard from the rear and attempt to slit his throat they will have a 50% chance of success - otherwise the guard will shout out and normal combat ensues.

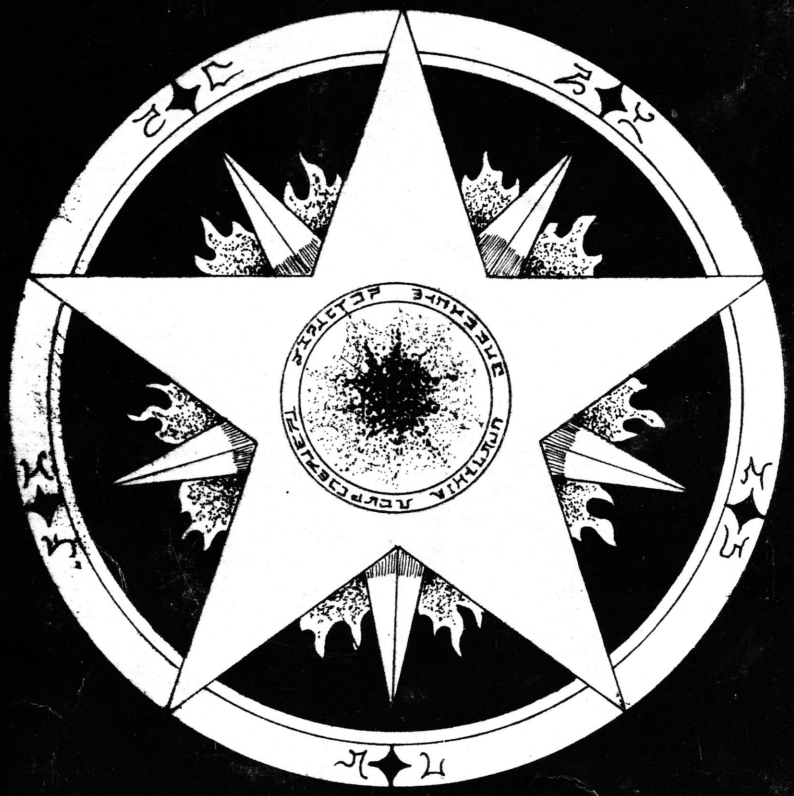
The GM must use his discretion in moving Psammons troops and the Wizard.

CITADEL MODEL FIGURES SUITABLE FOR USE WITH THE REDWAKE RIVER VALLEY SCENARIO

Psammon's Orcs and Goblins come from Citadel's fine range of individualised 'nasties'. Goblins can come from Code 12, and 13. Independant Goblin bands encountered should be slightly different types - Code 13/4 Red Goblins. Lesser Goblins come from Code 14. The Wolf riders are Goblin cavalry Code 21/1 f and g.

The Elves come from Ral Partha's Wood Elf range P02/1, with Elf leaders from P01/1.

The Fenmen live in an early medieval peasant culture where armour and weapons are rare and the ordinary everyday cloths are simple and practical. Citadel Medieval Warriors and Adventurers Code 38/2 make excellent Fenmen. Fenmen wear fairly dull clothing - either a plain undyed colour such as very light grey or brown, or some solid earthy colour.



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